The Newsletter of the Lincoln Middle School Dungeons & Dragons Club

Number 1 – October 12, 2009

Welcome to the premier issue of the newsletter of the Lincoln Middle School D&D Club. The Lincoln Middle School D&D Club meets after school on Thursdays from 3:00 to 4:00 in Room 24. We play D&D, as well as other role-playing games. We are always looking for certified DMs and skilled players. Beginners are welcome, too.

Membership to the club is free, although you must renew your membership each quarter. The current fall membership period lasts from September 22, 2009 to December 21, 2009. Members are eligible to play in all club events, as well as run campaigns of their own. Members also receive a laminated membership card. Finally, participants in the club receive the weekly newsletter for free.

Optional dues for the club are $1 per month. Paying dues makes you eligible to take a test to qualify as a certified DM. Certified DMs can submit material to the newsletter and players in their games are assured of playing under a highly qualified referee. Players who pay dues receive a special magic item or action card each month that can be used in any club sanctioned game. Players participating in a campaign run by a certified DM can also move their characters between campaigns without hindrance. Otherwise, a character's treasure and experience have to be reviewed to determine if they were awarded fairly. Dues payers also receive a distinct membership card to show their elite status. They are also eligible to vote in all club elections. Dues can be sent via mail to the address at the bottom of the following page.

See you next issue,

Christian

Thoughts Regarding Guard Dogs

During last week's session of Labyrinth Lord, there was some discussion regarding guard dogs and their behavior and capabilities in combat. The following conclusions were reached:

1) In melee, the dog's owner can issue a command to attack. A successful Charisma check must be made in order for the dog to follow this order.

2) If the dog follows the order, it will attack the nearest enemy, not an enemy chosen by the dog's owner. The dog will not attack undead, oozes, slimes, sentient plant life (like treants) or anything "weird."

3) If wounded, the dog must make a morale check or flee.

4) The dog may bark or growl if it senses a nearby presence. This may prove inconvenient if a party is attempting to stealth through a dungeon. Conversely, this propensity to bark might be invaluable while camping in a hostile environment.

5) After downing a foe, the dog may become excited, confused and therefore difficult to control. Before it will follow another command, the dog's owner must make another Charisma check. If the check fails, the dog will be unable to follow any commands for the duration of the combat and will behave in a random manner.

6) Extensive – and perhaps expensive – training will be required for the dog to follow more complex instructions. For example, a guard dog might be trained to never bark or growl, to drag unconscious

allies from battle and to retrieve loosed arrows.

Hopefully these guidelines will help clear up any confusion during play.

Tybalt's Bountiful Belt Pouch

During his long and lucrative career as a thief, Tybalt has acquired many rare and wondrous items. One of his more quirky finds is an enchanted belt pouch. It's only possible to open the pouch twice a day - once before noon and once after noon. The pouch cannot be opened twice in the morning or twice after lunch. As for the nighttime, the pouch is stubborn and can't be opened. It's magic only seems to work during daylight hours.

Upon opening the pouch, a random item will present itself. The item found can be determined on the table below. While coins can be placed in the pouch, they will disappear and be forever lost.

Tybalt has been able to determine that the items found in the pouch come from the surrounding area. One day while visiting a friend, Tybalt asked for something to drink. His friend reached for his hip flask, but found it gone. On a hunch, Tybalt looked in his pouch and found his friend's flask there. Tybalt isn't sure how this works, but range seems to matter very little. Tybalt has found himself deep beneath the earth while adventuring, but the pouch still replenishes itself.

Roll 1d30

1. Ripe, juicy apple	11. Piece of ginger root	21. Seven sticks of cinnamon
2. Six oz. flask of whiskey	12. Ink and quill	22. Packet of oats for oatmeal
3. Fishing hook, line and float	13. Brass key	23. Ceramic cup
4. Small round of goat cheese	14. Handful of rock candy	24. Small scissors
5. Three silver coins	15. Needle and thread	25. Signal whistle
6. Sharp paring knife	16. Five glass beads	26. Spicy pork sausage link
7. Live, squeaking mouse	17. Pair of ivory dice	27. Croaking frog
8. Small bundle of seeds	18. Three iron spikes	28. Woolen scarf
9. Lacey woman's underpants	19. Pipe with tobacco	29. Small vial of perfume
10. Thick wool socks	20. Wax candle	30. Shaker of salt

Kallas the Shameless

"It's not polite to stare at a man when he's doing his business."
Kallas, as he urinates in the street

On the run for various crimes of violence, Kallas the Cleaver is rumored to be hiding out in the Loftwoods. Most likely, he is making a living by banditry, since robbery comes naturally to him. Kallas has been described as a burly warrior with long, greasy hair and a pockmarked face. Kallas prefers to wield a longsword in battle. Kallas enjoys the company of prostitutes and often urinates in public. The church of Weyoun the Wanderer is offering a 500 gp reward for his capture.

Kallas the Shameless; Level 3 Fighter; Str 16 (+2 to hit and dam), Dex 12, Con 13 (+1 hit point), Int 9, Wis 9, Cha 8; Armor Class 3 (banded mail, shield); Hit Points 18; Atk 1; THAC0 16; Dam d8+2 (long sword); Move 30'; Alignment Chaotic; Treasure: 1 x 50 gp gem, potion of healing, 30 gp; XP Value 50.